

FIG. 1

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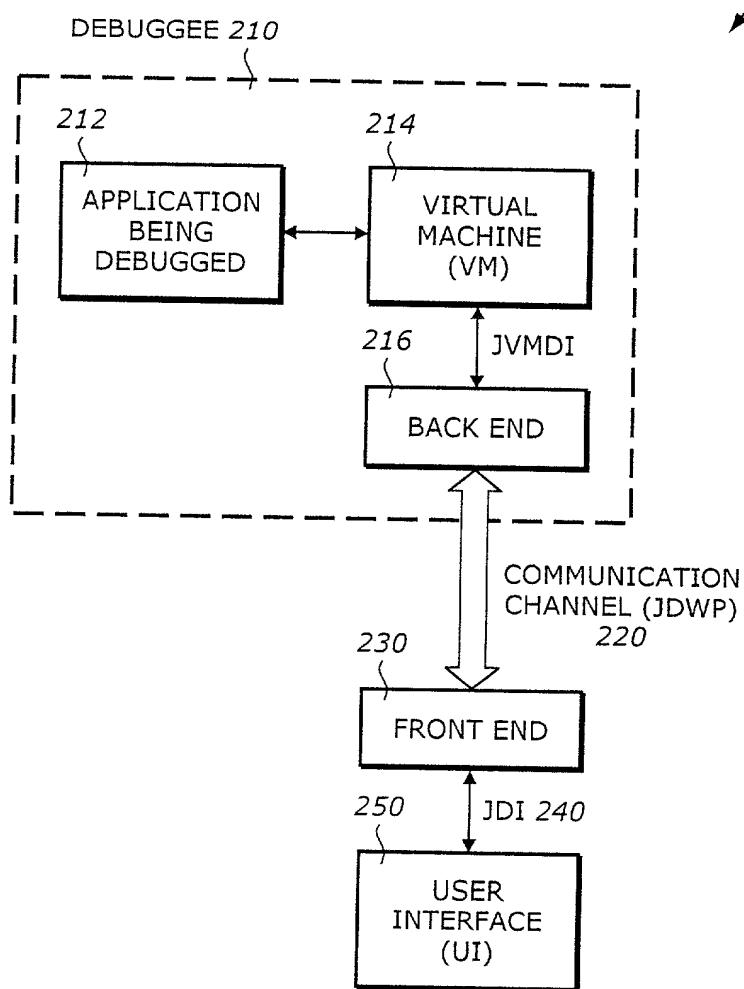
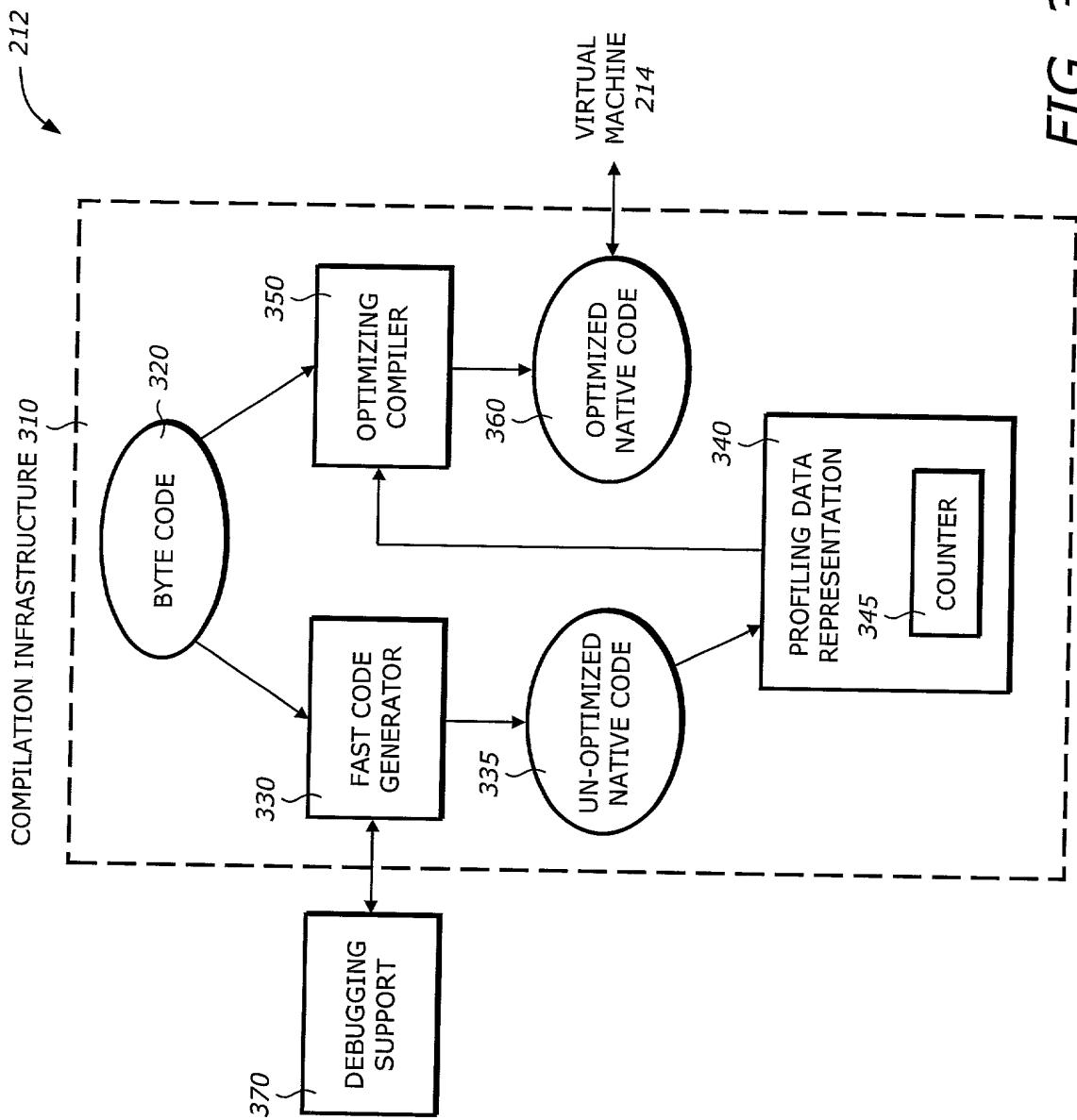


FIG. 2

FIG. 3



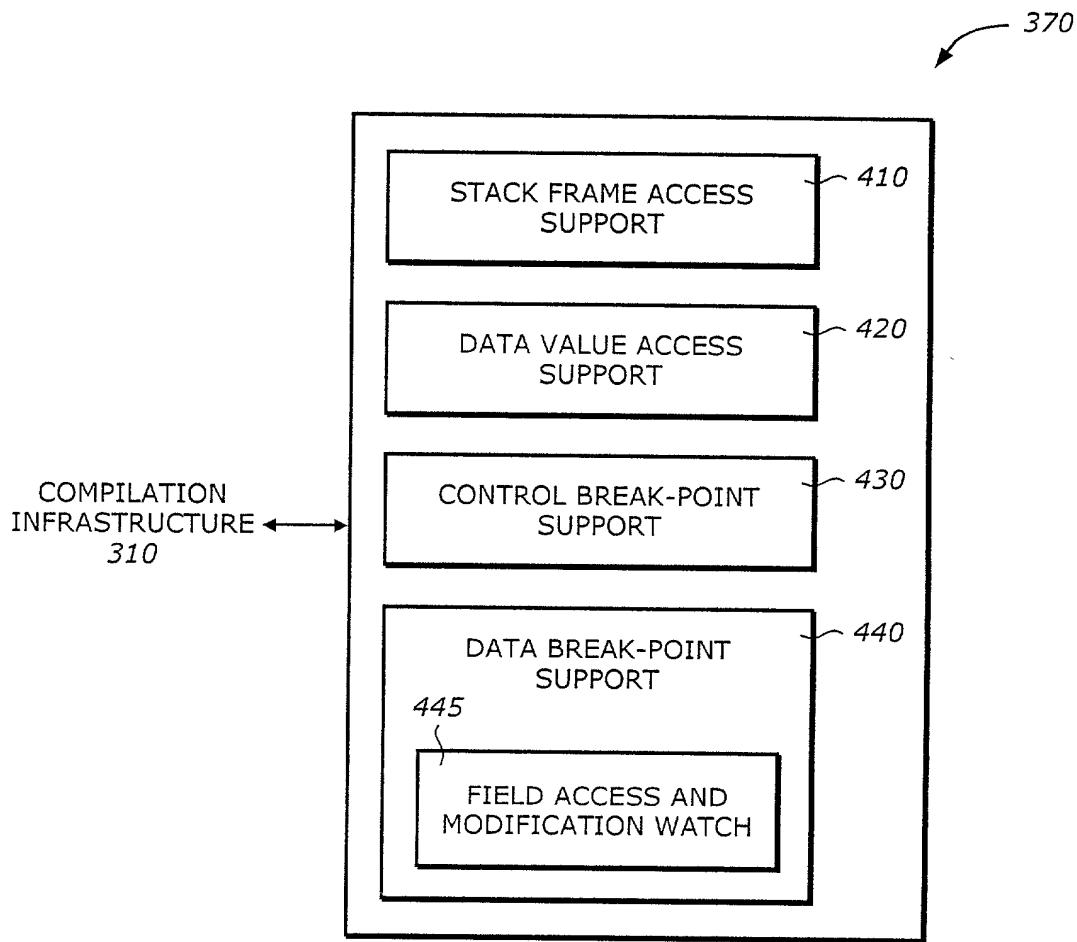


FIG. 4

FIG. 5

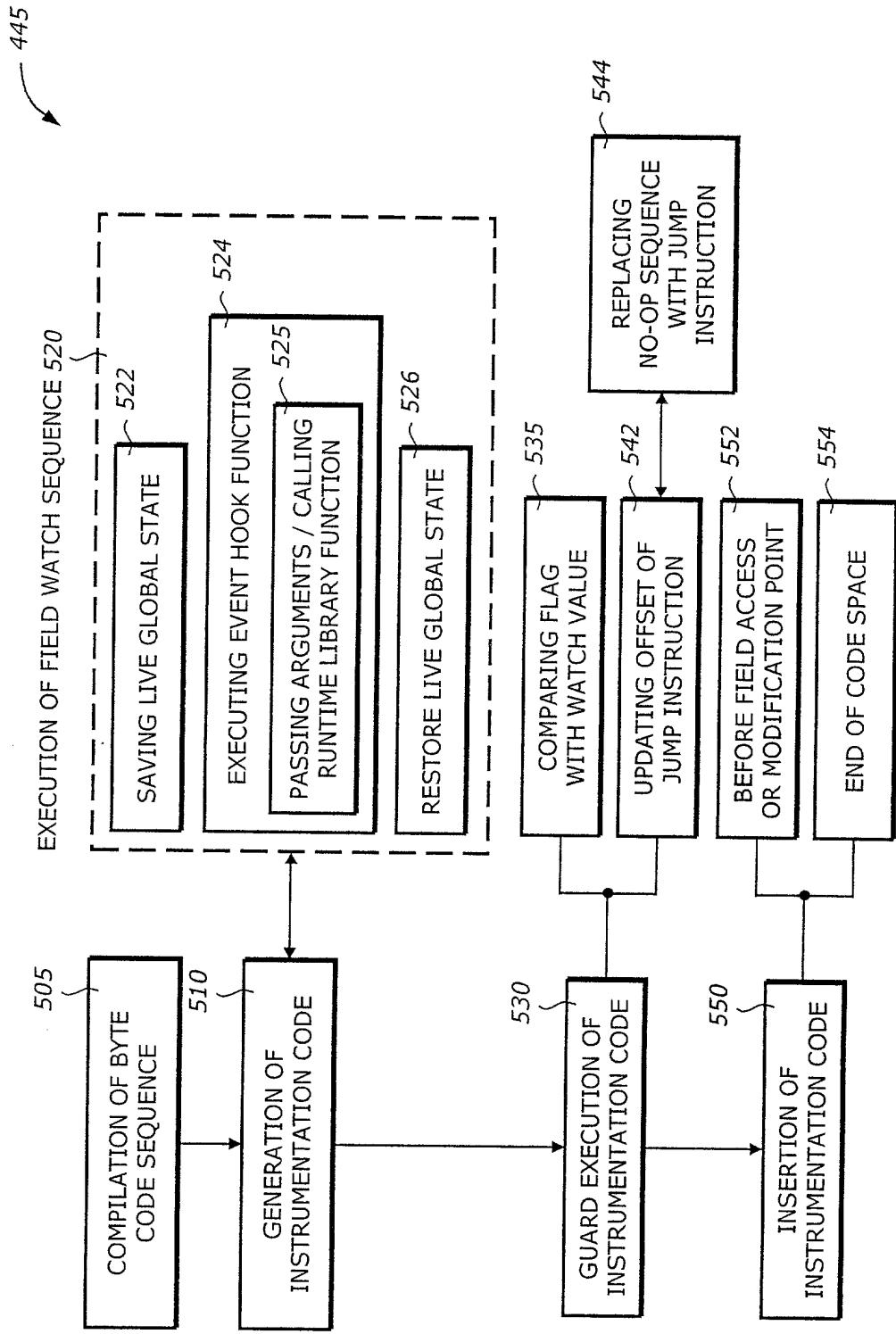
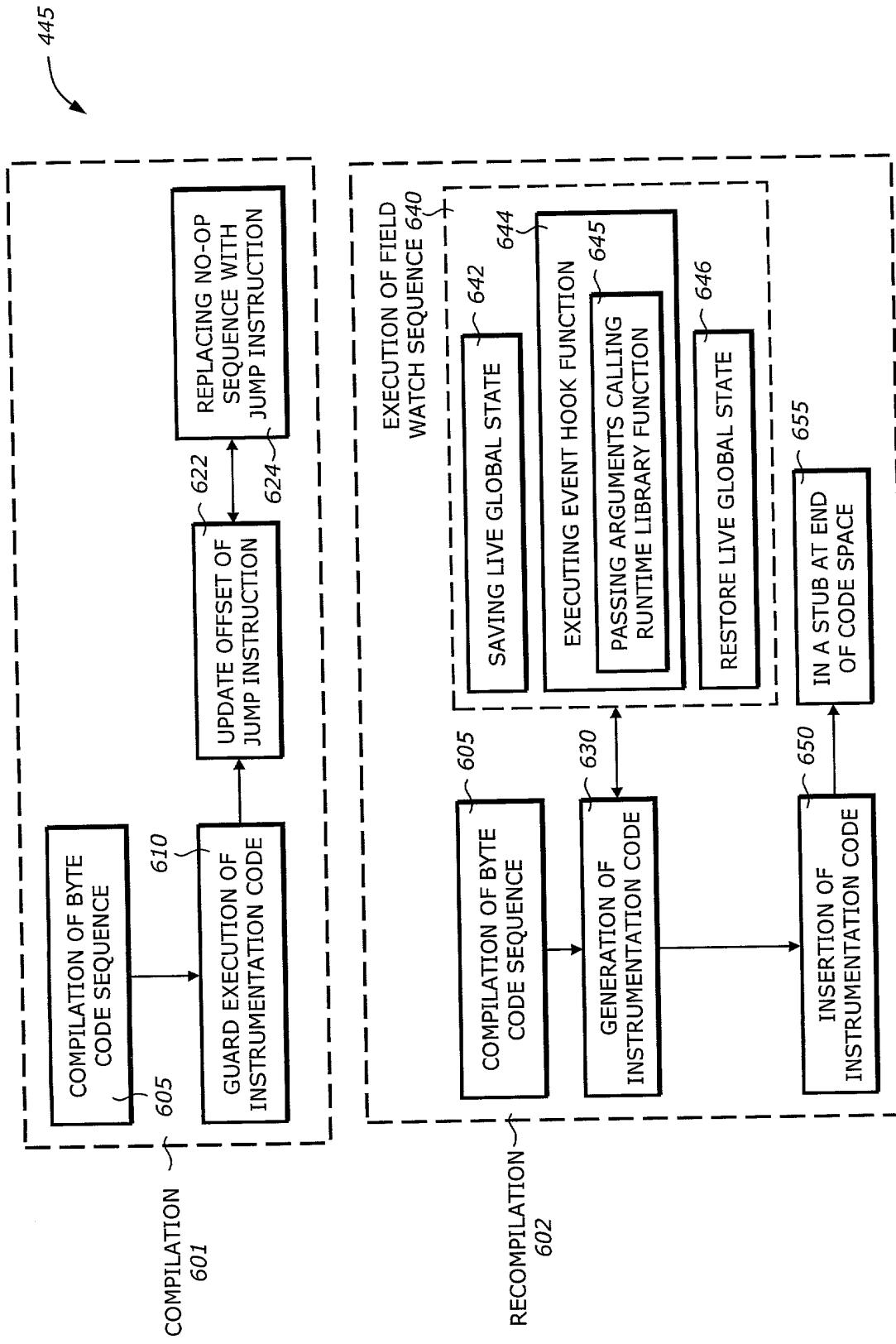


FIG. 6



1. aload 6
2. getfield #42
3. mov ecx, DWORD PTR [esp + 10h]
4. mov edx, DWORD PTR [ecx + 04h]
5. Mov DWORD PTR [esp + 08h], edx
6. cmp BYTE PTR [F10B78h], 01h
7. jnz NoWatch
8. push 0f10b50h
9. push ecx
10. call 10A837A0h
11. iload 4
12. if_cmpne 80
13. NoWatch:
14. mov eax, DWORD PTR [esp + 18h]
15. cmp eax, DWORD PTR [ecx + 08h]
16. jnz —

FIG. 7

```
1. dconst_1
2. aload_0
3. getfield #159
4.     mov    edx, DWORD PTR [ebp + 08h]
5.     jmp    Watch
6. i2d
7. WatchRet:
8.     fld    DWORD PTR [eax + 44h]
9.     ldc2_w #191
10.    ddiv
11.    fdivr st(0), st(1)
12.    fstp    st(1)
13. areturn
14. Watch:
15.    push   eax
16.    mov    ecx, DWORD PTR [eax + 44h]
17.    mov    DWORD PTR [ebp + FFFFFFFB4h], ecx
18.    mov    edx, DWORD PTR [57F710h]
19.    mov    DWORD PTR [ebp + FFFFFFFB8h], edx
20.    fstp    QWORD PTR [ebp + FFFFFFFC0h]
21.    push   013282a0h
22.    push   eax
23.    call   10A837A0h
24.    fld    QWORD PTR [ebp + FFFFFFFC0h]
25.    pop    eax
26.    jmp    WatchRet
```

FIG. 8

```
1. dconst_1
2. aload_0
3. getfield #159
4.     mov    edx, DWORD PTR [ebp + 08h]
5.     jmp    Watch
6. i2d
```

```
WatchRet:
7.     fld    DWORD PTR [eax + 44h]
8. ldc2_w #191
9. ddiv
10.    fld   QWORD PTR [F7DB08h]
11.    fdivr st(0), st(1)
12.    fstp  st(1)
```

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stub

Watch:

```
push  eax
mov   ecx, DWORD PTR [eax + 44h]
mov   DWORD PTR [ebp + FFFFFFFB4h], ecx
mov   edx, DWORD PTR [57F710h]
mov   DWORD PTR [ebp + FFFFFFFB8h], edx
fstp  QWORD PTR [ebp + FFFFFFFC0h]
push  013282a0h
push  eax
call  10A837A0h
fld   QWORD PTR [ebp + FFFFFFFC0h]
pop   eax
jmp   WatchRet
```

FIG. 9